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## Moving On the 100 Chart Game at Home

 (Ellomowork)Dear Family Member:
Your child played the Moving On the 100 Chart Game in school and is ready to teach it to someone at home. Please help your child keep a record of the number of times he or she plays the game.

Thank you.

## Make a tally mark for each time you play the game.

Tallies $\qquad$
Family Member's signature $\qquad$
Child's signature $\qquad$
Return this sheet to school by

Name
100 Chart

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

## Moving On the 100 Chart Game Board

This is a game for two players. The goal is to get the closest to 100.

## Materials

Spinner

- Spinner
- clear spinner (or paper clip and pecil)
- game markers
- Recording Sheet
- 100 Chart


## Directions



1. Each player places a marker on the number 45 on the 100 Chart. Use the rules below and take turns.
2. Spin. Move your marker on the 100 Chart to the space that matches your spin.
3. Say a number sentence that describes your move. Then write it on your recording sheet. Example: Start at 45 . Spin 10 less. $45-10=35$.
4. The player who reaches the largest number after 7 spins wins.

## Moving On the 100 Chart Recording Sheet

Player 1
Start with 45.

Player 2
Start with 45.

| Spin <br> $(+1,-1$, <br> $+10,-10)$ | Number Sentence |
| :--- | :--- |
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Number after 7 Spins: $\qquad$

